

## VERSION 0.210 FEEDBACK - 2.7.99

*Note: Many comments from previous feedback docs - especially re. front end styling - are still outstanding. Comments below supplement those.*

### KEY THINGS THAT NEED IMPROVING...

- After LEGO Media animation at start, needs to cut to LEGO Media static screen with copyright line (I sent this to you some time ago). If this cut causes problems, we'll just have the static screen.
- The 'cave' animation behind the main menu screen now looks really blurry as well wobbly. Why is this?
- When the screen prompt says 'SELECT' with the 'X' icon beside it, maybe the SELECT button should allow you to select too (just thinking that little kiddies may get confused). Alternatively, we could come up with another word for Select...
- The CONFIGURATION stuff all needs tidying up, and should be made more comprehensive (while bearing in mind localisation issues - leave plenty of space for text expansion!).
- There's quite a lag between pressing the joypad and the highlight moving on the Select Mission screen.
- Don't need gold written below mission name of Select Mission screen - this will be clear from on-screen icons. Could do with a medal summary somewhere though, showing how many medals in total you've got.
- We really need some animation on Chief on the mission briefing screen, so that when he's speaking you at least see his head move or arm indicate towards the holographic wall.
- Only some of the characters seem to have their special abilities implemented - this needs to be fixed.  
**Suggestion:** Bandit should move more slowly in water and still lose shield energy, only more slowly than the other characters - this would stop him swimming across huge areas of the map.

**Suggestion:** I like your idea of a jetpack for all characters, but the idea of it being powered by pick-ups may cause problems with Sony as theoretically you could get stuck. Instead, how about a jetpack that gradually recharges (Jet's could recharge more quickly) - this would prevent players 'hopping' about the landscape out of the way of baddies. Obviously, we'll need some sort of indicator on-screen to show the jetpack recharging.

- Camera movement needs smoothing out, both as player moves about landscape and when camera zooms in and out - at the moment it's a little jarring and hard on the eyes.
- The 'rotate camera' function doesn't seem to work very well at the moment - when player holds down 'Rotate Camera' button and presses left or right on the joypad, the camera should smoothly rotate 45-degrees. The player should have to make discrete joypad presses to rotate the camera more (i.e. holding down the left/right button won't make the camera keep rotating).

**Suggestion:** Instead of a dynamic zoom when the player gets in/out of vehicles, how about holding down the 'Camera' button and pushing up/down zooms in/out to one of three different zoom levels? At the moment, you can never get really close to vehicles as they move - it might be nice to give the player the freedom to choose which zoom they want.

- The vehicles featured still seem to be the upgraded vehicles - we must ensure that the 'standard' vehicles feature in the final version.
- There's no Granite Grinder in the game at the mo' - this is a big shame as it's a good-looking vehicle and it's also part of the play materials range. I appreciate the problems of putting it in the game, but is there any chance it will go in?
- Holding down the 'Strafe' button should effectively lock the player's character in the direction they're currently facing - they can then sidestep and step backwards and forwards, all the time facing in the current direction.

**Suggestion:** Have 'Strafe' on the flying vehicles too, and allow them to rotate on the spot - it would make them far more manoeuvrable.

- I think I'd prefer flying vehicles to 'scrape' along walls (taking damage as they go) rather than bounce off them as they do currently.

- The weapons - sorry , *tool/s* - (especially the freezer gun and the pusher gun) need a little more sparkle and 'pizzazz' adding to them, to make them more satisfying to use. The weapon - sorry, *tool* - sound effects lack punch too.
- The interaction between the different monsters and weapons as outlined in that doc you did doesn't seem to be working at the moment.
- When creatures are frozen they need to turn blue and stop moving.
- Don't like the big red explosion when something being carried by the Tunnel Transport hits a wall - it looks messy and obscures too much of the landscape. Also, need to ensure that objects being carried take damage and drop off after too many knocks.
- I still think the textures need re-doing for the walls, especially the rock and lava ones, to make them (a) more attractive and (b) recognisable in type (incidentally when playing 'It Ain't Half Hot, Minifigure', the textures corrupted).
- **Suggestion:** Is there any way we could separate 'accelerate' for vehicles, so it's not on the joystick - a few people have found turning and accelerating difficult.
- As mentioned before, the password needs to be made shorter if possible - something around 10 characters long at max would be better.